

WORK EXPERIENCE

Tangent Interactive Media, Toronto, Canada

January 2021 - Present

Technical Artist - [Storylines: Passion and Fashion](#)

- Modelled and textured a modular asset library, creating 40+ interior/exterior sets
- Wrote and maintained lightweight environment asset shaders
- Developed a flexible lighting system to create custom lighting schemes
- Used custom tools to complete narrative layout on multiple books with a weekly release schedule
- Independently developed an extended character customization feature, updating shaders, editor code, and art assets
- Modelled, textured, and rigged a variety of clothing, accessories, and hairstyle assets

Lofty Sky Entertainment, Toronto, Canada

Sept 2019 - January 2021

Technical Artist

- Wrote and maintained shaders for environments, characters, and VFX
- Created visual effects using Unity Particle Systems
- Modelled and textured modular environment assets
- Assisted in production of character textures

Obx Labs, Montreal, Canada

May 2017 - July 2017

Undergraduate Research Assistant

- Assisted with pre-production of [Skins 5.0](#), a 3-week game development workshop
- Created lesson plans teaching the 3D game asset production pipeline in Unity
- Wrote reference sheets on C# game programming in Unity

EDUCATION

Bachelor of Computer Science

Sept 2015 - June 2019

(Computer Applications, Major in Computation Arts, With Distinction)
Concordia University, Montreal, Canada

PROJECTS

[Ubisoft Game Lab Competition 2019](#)

Jan 2019 - Apr 2019

- Nominated for Special Jury's Award

[Ubisoft Game Lab Competition 2018](#)

Jan 2018 - Apr 2018

- Nominated for Best Prototype and Best Game Design

SOFTWARE & TOOLS

- Unity
- Blender/ Maya
- Amplify Shader Editor
- Substance Painter
- Adobe Creative Suite
- Git Version Control
- C#
- GLSL
- Java
- C++